

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A gaming machine whose actions are directly controlled by a controller for providing a game of a main character and a sub ~~character~~character, dependent on the main ~~character~~character, whose actions are dependent on the main character;

the gaming machine having a main data carrier which stores main data including a capacity value of the main character and a sub data carrier which stores sub data including a capacity value of the sub character;

the gaming machine comprising:

the controller which controls the actions of the main character;

a main data reading device which reads the main data from the main data carrier, when the main data carrier is located in or near the main data reading device;

a sub data reading device which reads the sub data from the sub data carrier, when the sub data carrier is located in or near the sub data reading device, wherein the main data carrier and the sub data carrier are separate from each other and the gaming machine;

a game controlling device which proceeds with the game, at least according to the main data read by the main data reading device and a control signal from a controller; and

an inviting device which ~~determines~~determines, according to the capacity value of the main character and the capacity value of the sub character read by the sub data reading ~~device~~device, whether to make the sub character appear in the game or not during the game and making the sub character appear in the game according to a result of the determination.

2. (Previously Presented)The gaming machine according to claim 1, wherein the inviting device makes the sub character appear in the game when the capacity value of the

main character exceeds a specific value determined according to the capacity value of the sub character read by the sub data reading device.

3. (Previously Presented) The gaming machine according to claim 1, further comprising a capacity value reducing device which reduces the capacity value of the main character when the inviting device makes the sub character appear in the game.

4. (Previously Presented) The gaming machine according to claim 1, wherein the main data carrier is an action figure simulating an appearance of the main character.

5. (Previously Presented) The gaming machine according to claim 1, wherein the sub data carrier is a character ball depicted with an appearance of the sub character.

6. (Previously Presented) The gaming machine according to claim 1, wherein a transponder of a radio frequency identification (RFID) system is utilized as at least one of the main and sub data carriers.

7. (Currently Amended) A plurality of gaming machines arranged in ~~parallel~~parallel for providing a game of a main character whose actions are directly controlled by a controller and a sub character, dependent on the main character, whose actions are dependent on the main character, wherein at least one of the gaming machines comprises:

a main data reading device which reads main data from a main data ~~carrier~~carrier when the main data carrier is in or near the main data reading device the main data carrier sharing information about the main character;

a sub data reading device which reads sub data from a sub data ~~carrier~~carrier when
the sub data carrier is in or near the main data reading device, the sub data carrier storing
information about the sub character, wherein the main data carrier and the sub data carrier are
distinct articles from each other and the gaming machine;

a game controlling device which proceeds with a game, at least according to the main
data read by the main data reading device and a control signal ~~from a~~from the controller; and

an inviting device which ~~determines~~determines, according to a capacity value of a
main character and a capacity value of a sub character read by the sub data reading
~~device~~device, whether to make the sub character appear in the game or not during the game
and making the sub character appear in the game according to a result of the determination.

8. (Previously Presented) The gaming machine according to claim 1, further
comprising a display device which displays at least one of an image related to the game and a
state of proceeding with the gaming machine.

9. (Previously Presented) The gaming machine according to claim 8, wherein a
representation image concerning the sub character is displayed on the display device
according to emergence of the sub character in the game caused by the inviting device.

10. (Previously Presented) The gaming machine according to claim 1, further
comprising a data carrier table which mounts the main and sub data carriers.

11. (Previously Presented) The gaming machine according to claim 1, further
comprising a reader/writer which reads the main data stored in the main data carrier and
writes the main data into the main data carrier.

12. (Previously Presented) The gaming machine according to claim 1, further comprising a reader/writer which reads the sub data stored in the sub data carrier and writes the sub data into the sub data carrier.

13. (Previously Presented) The gaming machine according to claim 1, wherein the capacity values of the main and sub characters comprise at least one of physical, offensive, and magical power values.

14. (Currently Amended) A gaming machine for providing a game of a main character whose actions are directly controlled by a game controller and a sub character dependent on the main ~~character~~; character whose actions are dependent on the main character;

the gaming machine having a main data carrier which stores main data including a capacity value of the main character and a sub data carrier which stores sub data including a capacity value of the sub ~~character~~; character, the main data carrier and the sub data carrier being distinct and separate articles from each other and the gaming machine;

the gaming machine comprising:

main data reading means for reading the main data from the main data carrier;

sub data reading means for reading the sub data from the sub data carrier;

the game controlling means for proceeding with the game, at least according to the main data read by the main data reading means and a control signal ~~from a~~ from the controller; and

inviting means for ~~determining~~ determining, according to the capacity value of the main character and the capacity value of the sub character read by the sub data reading

~~means~~means, whether to make the sub character appear in the game or not during the game and making the sub character appear in the game according to a result of the determination.

15. (New) The gaming machine according to claim 1, wherein the sub data reading device simultaneously reads data from a plurality of sub data carriers.

16. (New) The plurality of gaming machines according to claim 7, wherein the sub data reading device simultaneously reads data from a plurality of sub data carriers.